

AMPLATZ CHILDREN'S HOSPITAL LOBBY

U OF MINNESOTA - DESIGN & INSTALLATION BY: SENSORY ENVIRONMENT DESIGN (SED)



CONCEPT

The objective of the project was to create a fun and uplifting "Lobby Experience" for patients, staff and visitors of the University of Minnesota Amplatz Children's Hospital. With a combination of both static and digital displays, the space was intended to create a one of a kind user experience, while showcasing the many donors who have made the hospital a reality.



CHALLENGE

The Discovery Wall is the main attraction with a dynamic digital display of donor names on a large oval screen, accompanied by three interactive round touch screens. The main challenge in implementing the design was the short throw distance of the 7'2" x 9'5" oval, rear-projected screen. This was especially important considering the large screen is partially used to display the interactive games from the touch screen kiosks below.

SOLUTION

The custom oval screen utilizes a custom mirror system, four projectors and four Image AnyPlace-200 video scalars. The IA-200 was used to correct the short-throw distances of the projectors, as well as provide Edge Blending for all four of the projectors. The result is an AV design that hails compliments from all those who have viewed it, especially the young hospital patients and their families.



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